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Your Search was:

Last Name = SCOTT

First Name = ADRIAN

Application#	Patent#	Status	Date Filed	Title	Inventor Name 8
<a href="#">60395726</a>	Not Issued	159	07/11/2002	AUTOMATION OF DATA WAREHOUSE RECONCILIATION BY MEANS OF DEPENDENCY ANALYTICS	SCOTT, ADRIAN GRAHAM
<a href="#">60212177</a>	Not Issued	159	06/16/2000	FILE DISTRIBUTION AND STORAGE APPARATUS AND METHOD OVER A GLOBAL NETWORK	SCOTT, ADRIAN C.H.
<a href="#">10383534</a>	Not Issued	161	03/10/2003	METHOD AND APPARATUS FOR HAIR CARE	SCOTT, ADRIAN O.
<a href="#">10325784</a>	Not Issued	030	12/18/2002	ANALYZING THE DEPENDENCIES BETWEEN OBJECTS IN A SYSTEM	SCOTT, ADRIAN GRAHAM
<a href="#">10293627</a>	Not Issued	030	11/12/2002	APPROACH FOR PERFORMING METADATA RECONCILIATION	SCOTT, ADRIAN GRAHAM
<a href="#">09883064</a>	Not Issued	071	06/15/2001	TECHNIQUE FOR ACCESSING INFORMATION IN A PEER-TO-PEER NETWORK	SCOTT, ADRIAN C.H.
<a href="#">08631441</a>	<a href="#">5852435</a>	150	04/12/1996	DIGITAL MULTIMEDIA EDITING AND DATA MANAGEMENT SYSTEM	SCOTT, ADRIAN
<a href="#">07296818</a>	Not Issued	161	01/13/1989	SAFETY HELMET	SCOTT, ADRIAN

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Application#	Patent#	Status	Date Filed	Title	Inventor Name 1
09883064	Not Issued	071	06/15/2001	TECHNIQUE FOR ACCESSING INFORMATION IN A PEER-TO-PEER NETWORK	ARDRON, S. MITRA

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... Automated Worm **Fingerprinting**, Sumeet Singh, Cristian Estan, ... On the cost  
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... In this paper, we discuss a content-based music retrieval **algorithm** that ...  
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... **Peer-to-Peer** (P2P) has become an established **network** for ... the **network**.  
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the Gnutella **peer-to-peer network**. The packet header for Gnutella query hits ...

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... In an enterprise WLAN scenario, RF **fingerprinting** refers to creating a ...

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... ICMP quoting - What **fingerprinting** technique relies on the fact that ...

IM is a **peer-to-peer network** that offers most organizations virtually no ...

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### 1 [XML and semistructured data querying: XPath lookup queries in P2P networks](#)

Angela Bonifati, Ugo Matrangolo, Alfredo Cuzzocrea, Mayank Jain

November 2004 **Proceedings of the 6th annual ACM international workshop on Web information and data management**

Full text available: [pdf\(263.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We address the problem of querying XML data over a P2P network. In P2P networks, the allowed kinds of queries are usually exact-match queries over file names. We discuss the extensions needed to deal with XML data and XPath queries. A single peer can hold a whole document or a partial/complete fragment of the latter. Each XML fragment/document is identified by a distinct path expression, which is encoded in a distributed hash table. Our framework differs from content-based routing mechanisms, ...

**Keywords:** P2P networks, XML querying, XPath, distributed XML indexes

### 2 [Multimedia: Peer-to-peer architecture for content-based music retrieval on acoustic data](#)

Cheng Yang

May 2003 **Proceedings of the 12th international conference on World Wide Web**

Full text available: [pdf\(146.73 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In traditional peer-to-peer search networks, operations focus on properly labeled files such as music or video, and the actual search is often limited to text tags. The explosive growth of available multimedia documents in recent years calls for more flexible search capabilities, namely search by content. Most content-based search algorithms are computationally intensive, making them inappropriate for a peer-to-peer environment. In this paper, we discuss a content-based music retrieval algorithm ...

**Keywords:** acoustic data, content-based music retrieval, distributed, load balancing, peer-to-peer, resource pooling

### 3 [Peer-to-peer infrastructure: Pastiche: making backup cheap and easy](#)

Landon P. Cox, Christopher D. Murray, Brian D. Noble

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available: [pdf\(1.65 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Backup is cumbersome and expensive. Individual users almost never back up their data, and backup is a significant cost in large organizations. This paper presents *Pastiche*, a simple and inexpensive backup system. Pastiche exploits excess disk capacity to perform peer-to-peer backup with no administrative costs. Each node minimizes storage overhead by selecting peers that share a significant amount of data. It is easy for common installations to find suitable peers, and peers with high ove ...

4 Communication privacy: How to achieve blocking resistance for existing systems enabling anonymous web surfing

Stefan Köpsell, Ulf Hillig

October 2004 **Proceedings of the 2004 ACM workshop on Privacy in the electronic society**

Full text available: [pdf\(897.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We are developing a blocking resistant, practical and usable system for anonymous web surfing. This means, the system tries to provide as much reachability and availability as possible, even to users in countries where the free flow of information is legally, organizationally and physically restricted. The proposed solution is an add-on to existing anonymity systems. First we give a classification of blocking criteria and some general countermeasures. Using these techniques, we outline a conc ...

**Keywords:** AN.ON, JAP, Mix, blocking resistance

5 Reviewed articles: Measuring the evolution of transport protocols in the internet

Alberto Medina, Mark Allman, Sally Floyd

April 2005 **ACM SIGCOMM Computer Comm unication Review**, Volume 35 Issue 2

Full text available: [pdf\(1.48 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we explore the evolution of both the Internet's most heavily used transport protocol, TCP, and the current network environment with respect to how the network's evolution ultimately impacts end-to-end protocols. The traditional end-to-end assumptions about the Internet are increasingly challenged by the introduction of intermediary network elements (middleboxes) that intentionally or unintentionally prevent or alter the behavior of end-to-end communications. This paper provides mea ...

**Keywords:** Internet, TCP, evolution, middleboxes

6 Handling Heterogeneity in Shared-Disk File Systems

Changxun Wu, Randal Burns

November 2003 **Proceedings of the 2003 ACM/IEEE conference on Supercomputing**

Full text available: [pdf\(268.40 KB\)](#) Additional Information: [full citation](#), [abstract](#)

We develop and evaluate a system for load management in shared-disk file systems built on clusters of heterogeneous computers. The system generalizes load balancing and server provisioning. It balances file metadata workload by moving file sets among cluster server nodes. It also responds to changing server resources that arise from failure and recovery and dynamically adding or removing servers. The system is adaptive and self-managing. It operates without any a-priori knowledge of workload pro ...

7 The case for TCP/IP puzzles

Wu-chang Feng

August 2003 **ACM SIGCOMM Computer Comm unication Review , Proceedings of the ACM SIGCOMM workshop on Future directions in network architecture**, Volume 33 Issue 4

Full text available:  pdf(256.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Since the Morris worm was unleashed in 1988, distributed denial-of-service (DDoS) attacks via worms and viruses have continued to periodically disrupt the Internet. Client puzzles have been proposed as one mechanism for protecting protocols against denial of service attacks. In this paper, we argue that such puzzles *must* be placed within the slim waistline of the TCP/IP protocol stack in order to truly provide protection. We then describe several scenarios in which TCP/IP puzzles could be ...

**8 DISP: Practical, efficient, secure and fault-tolerant distributed data storage** 

Daniel Ellard, James Megquier

February 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 1

Full text available:  pdf(148.11 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

DISP is a practical client-server protocol for the distributed storage of immutable data objects. Unlike most other contemporary protocols, DISP permits applications to make explicit tradeoffs between total storage space, computational overhead, and guarantees of availability, integrity, and privacy on a per-object basis. Applications specify the degree of redundancy with which each item is encoded, what level of integrity checks are computed and stored with each item, and whether items are stor ...

**Keywords:** Distributed data storage

**9 Turning the postal system into a generic digital communication mechanism** 

Randolph Y. Wang, Sumeet Sobti, Nitin Garg, Elisha Ziskind, Junwen Lai, Arvind Krishnamurthy  
August 2004 **ACM SIGCOMM Computer Communication Review, Proceedings of the**

**2004 conference on Applications, technologies, architectures, and  
protocols for computer communications**, Volume 34 Issue 4

Full text available:  pdf(331.29 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The phenomenon that rural residents and people with low incomes lag behind in Internet access is known as the "digital divide." This problem is particularly acute in developing countries, where most of the world's population lives. Bridging this digital divide, especially by attempting to increase the accessibility of broadband connectivity, can be challenging. The improvement of wide-area connectivity is constrained by factors such as how quickly we can dig ditches to bury fibers in the ground; ...

**Keywords:** network architecture, postal network, storage devices

**10 Traffic characterization and SPAM: Measuring interactions between transport protocols  
and middleboxes** 

Alberto Medina, Mark Allman, Sally Floyd

October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet  
measurement**

Full text available:  pdf(102.74 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we explore the evolution of both the Internet's most heavily used transport protocol, TCP, and the current network environment with respect to how the network's evolution ultimately impacts end-to-end protocols. The traditional end-to-end assumptions about the Internet are increasingly challenged by the introduction of intermediary network elements (middleboxes) that intentionally or unintentionally prevent or alter the behavior of end-to-end communications. This paper provides ...

**Keywords:** TCP, evolution, internet, middleboxes

**11 Synthesizing Realistic Computational Grids**

Dong Lu, Peter A. Dinda

November 2003 **Proceedings of the 2003 ACM/IEEE conference on Supercomputing**Full text available:  pdf(224.44 KB) Additional Information: [full citation](#), [abstract](#)

Realistic workloads are essential in evaluating middleware for computational grids. One important component is the raw grid itself: a network topology graph annotated with the hardware and software available on each node and link. This paper defines our requirements for grid generation and presents GridG, our extensible generator. We describe GridG in two steps: topology generation and annotation. For topology generation, we have both model and mechanism. We extend Tiers, an existing tool from t ...

**12 Tunable randomization for load management in shared-disk clusters**

Changxun Wu, Randal Burns

February 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 1Full text available:  pdf(551.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We develop and evaluate a system for load management in shared-disk file systems built on clusters of heterogeneous computers. It balances workload by moving file sets among cluster server nodes. It responds to changing server resources that arise from failure and recovery, and dynamically adding or removing servers. It also realizes performance consistency---nearly uniform performance across all servers. The system is adaptive and self-tuning. It operates without any *a priori* knowledge o ...

**Keywords:** Load management, computer clusters, heterogeneity, shared-disk file systems

**13 Intrusion detection: Enhancing byte-level network intrusion detection signatures with context**

Robin Sommer, Vern Paxson

October 2003 **Proceedings of the 10th ACM conference on Computer and communications security**Full text available:  pdf(217.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many network intrusion detection systems (NIDS) use byte sequences as signatures to detect malicious activity. While being highly efficient, they tend to suffer from a high false-positive rate. We develop the concept of *contextual signatures* as an improvement of string-based signature-matching. Rather than matching fixed strings in isolation, we augment the matching process with additional context. When designing an efficient signature engine for the NIDS bro, we provide low-level context ...

**Keywords:** bro, evaluation, network intrusion detection, pattern matching, security, signatures, snort

**14 Difficulties in simulating the internet**

Sally Floyd, Vern Paxson

August 2001 **IEEE/ACM Transactions on Networking (TON)**, Volume 9 Issue 4Full text available:  pdf(111.73 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Simulating how the global Internet behaves is an immensely challenging undertaking because of the network's great heterogeneity and rapid change. The heterogeneity ranges from the individual links that carry the network's traffic, to the protocols that interoperate

over the links, the "mix" of different applications used at a site, and the levels of congestion seen on different links. We discuss two key strategies for developing meaningful simulations in the face of these difficulties: searching ...

**Keywords:** Internet, modeling, simulation

**15** Algorithms for identifying Boolean networks and related biological networks based on matrix multiplication and fingerprint function 

Tatsuya Akutsu, Satoru Miyano, Satoru Kuhara

April 2000 **Proceedings of the fourth annual international conference on Computational molecular biology**

Full text available:  pdf(608.05 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Due to the recent progress of the DNA microarray technology, a large number of gene expression profile data are being produced. How to analyze gene expression data is an important topic in computational molecular biology. Several studies have been done using the Boolean network as a model of a genetic network. This paper proposes efficient algorithms for identifying Boolean networks of bounded indegree and related biological networks, where identification of a Boolean network can be formalized ...

**16** Watermarking algorithms: Exploiting self-similarities to defeat digital watermarking systems: a case study on still images 

Gwenaël Doërr, Jean-Luc Dugelay, Lucas Grangé

September 2004 **Proceedings of the 2004 multimedia and security workshop on Multimedia and security**

Full text available:  pdf(1.27 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Unauthorized digital copying is a major concern for multi-media content providers. Since copyright owners lose control over content distribution as soon as data is decrypted or unscrambled, digital watermarking has been introduced as a complementary protection technology. In an effort to anticipate hostile behaviors of adversaries, the research community is constantly introducing novel attacks to benchmark watermarking systems. In this paper, a generic block replacement attack will be presented. ...

**Keywords:** block replacement attack, intra-signal collusion, self-similarities

**17** Information retrieval session 4: general retrieval issues I: Content-based retrieval in hybrid peer-to-peer networks 

Jie Lu, Jamie Callan

November 2003 **Proceedings of the twelfth international conference on Information and knowledge management**

Full text available:  pdf(262.41 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Hybrid peer-to-peer architectures use special nodes to provide directory services for regions of the network ("regional directory services"). Hybrid peer-to-peer architectures are a potentially powerful model for developing large-scale networks of complex digital libraries, but peer-to-peer networks have so far tended to use very simple methods of resource selection and document retrieval. In this paper, we study the application of content-based resource selection and document retrieval to hybrid ...

**Keywords:** content-based, hybrid, peer-to-peer, retrieval, search

**Protocols: The Eigentrust algorithm for reputation management in P2P networks**

Sepandar D. Kamvar, Mario T. Schlosser, Hector Garcia-Molina

May 2003 **Proceedings of the 12th international conference on World Wide Web**Full text available:  pdf(202.87 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Peer-to-peer file-sharing networks are currently receiving much attention as a means of sharing and distributing information. However, as recent experience shows, the anonymous, open nature of these networks offers an almost ideal environment for the spread of self-replicating inauthentic files. We describe an algorithm to decrease the number of downloads of inauthentic files in a peer-to-peer file-sharing network that assigns each peer a unique global trust value, based on the peer's history of ...

**Keywords:** distributed eigenvector computation, peer-to-peer, reputation**19 XML schemas: integration and translation: A local search mechanism for peer-to-peer networks**

Vana Kalogeraki, Dimitrios Gunopoulos, D. Zeinalipour-Yazti

November 2002 **Proceedings of the eleventh international conference on Information and knowledge management**Full text available:  pdf(238.97 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

One important problem in peer-to-peer (P2P) networks is searching and retrieving the correct information. However, existing searching mechanisms in pure peer-to-peer networks are inefficient due to the decentralized nature of such networks. We propose two mechanisms for information retrieval in pure peer-to-peer networks. The first, the modified Breadth-First Search (BFS) mechanism, is an extension of the current Gnuttela protocol, allows searching with keywords, and is designed to minimize the ...

**Keywords:** distributed information retrieval, peer-to-peer netwroks**20 Distributed content-based visual information retrieval system on peer-to-peer networks**

Irwin King, Cheuk Hang Ng, Ka Cheung Sia

July 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 3Full text available:  pdf(1.38 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With the recent advances of distributed computing, the limitation of information retrieval from a centralized image collection can be removed by allowing distributed image data sources to interact with each other for data storage sharing and information retrieval. In this article, we present our design and implementation of DISCOVIR: DIStributed COntent-based Visual Information Retrieval system using the Peer-to-Peer (P2P) Network. We describe the system architecture and detail the interactions ...

**Keywords:** Peer-to-peer (P2P) network, content-based image retrieval (CBIR), information retrieval, intelligent query routing, peer clustering

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IEE CNF IEE Conference Proceeding

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1. A combined genetic optimization and multilayer perceptron methodology for efficient fingerprint modeling and evaluation in secure communications

Karras, D.A.; Neural Networks, 2004. Proceedings. 2004 IEEE International Joint Conference on Volume 3, 25-29 July 2004 Page(s):2319 - 2324 vol.3

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Taheri, A.; Singh, A.; Emmanuel, A.; Local Computer Networks, 2004. 29th Annual IEEE International Conference on 16-18 Nov. 2004 Page(s):676 - 683

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